

ABSTRAK

PENGEMBANGAN MODUL AJAR *DEEP LEARNING* KELAS I “MEMBANDINGKAN BILANGAN SAMPAI 20” MODEL *DISCOVERY LEARNING* DAN MEDIA INTERAKTIF

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Penelitian ini dilatarbelakangi kebutuhan guru kelas I SD Kanisius Duwet dan SDN Pakuhaji IV dalam mengembangkan pembelajaran matematika berbasis pendekatan *deep learning* yang *meaningful*, *mindful*, dan *joyful*. Dari hasil kuesioner kepada tiga guru kelas I, diperoleh informasi bahwa guru membutuhkan contoh modul ajar *deep learning* untuk materi membandingkan bilangan sampai 20 menggunakan model *discovery learning* dengan media interaktif. Selain itu, dari 24 peserta didik kelas I SD Kanisius Duwet, sebanyak 20 peserta didik (83,3%) mengalami kesulitan dalam menggunakan kata perbandingan dan 22 peserta didik (91,7%) mengalami kesulitan dalam menggunakan simbol perbandingan. Berdasarkan temuan tersebut, peneliti melakukan pengembangan Modul Ajar *Deep Learning* Kelas I “Membandingkan Bilangan sampai 20” Model *Discovery Learning* dan Media Interaktif untuk SD Kanisius Duwet, yang disusun untuk dua kali pertemuan. Metode penelitian yang digunakan *Research and Development* (R&D) dengan model ADDIE, meliputi tahap *Analyze*, *Design*, *Develop*, *Implement*, dan *Evaluate*. Modul divalidasi tiga ahli, yaitu dosen pembimbing, ahli media, dan guru kelas I, dan memperoleh skor rata-rata 3,7 dari rentang 1–4 dengan kategori “Sangat Baik” sehingga layak diujicobakan. Uji coba dilakukan dua kali pertemuan kepada 24 peserta didik kelas I SD Kanisius Duwet. Hasil uji coba menunjukkan bahwa peserta didik mengalami peningkatan pemahaman pada kedua pertemuan, rata-rata nilai *pretest* pertemuan pertama sebesar 50,42 meningkat menjadi 84,17 pada *posttest*, dan rata-rata nilai *pretest* pertemuan kedua sebesar 47,92 meningkat menjadi 91,25 pada *posttest*, dengan 91,67% peserta didik mencapai nilai di atas KKTP.

Kata kunci: Modul Ajar, *Deep Learning*, *Discovery Learning*, Media Interaktif, Membandingkan Bilangan

ABSTRACT

**DEVELOPMENT OF A DEEP LEARNING TEACHING MODULE FOR
GRADE I “COMPARING NUMBERS UP TO 20” USING THE DISCOVERY
LEARNING MODEL AND INTERACTIVE MEDIA**

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This study was motivated by the need of first-grade teachers at SD Kanisius Duwet and SDN Pakuhaji IV to develop mathematics learning based on a deep learning approach that is meaningful, mindful, and joyful. The results of a questionnaire administered to three first-grade teachers indicated that teachers need an example of a deep learning-based instructional module for the topic of comparing numbers up to 20 using the Discovery Learning model supported by interactive media. In addition, among 24 first-grade students of SD Kanisius Duwet, 20 students (83.3%) experienced difficulties in using comparison terms and 22 students (91.7%) had difficulties in using comparison symbols. Based on these findings, the researcher developed a Deep Learning-based instructional module for Grade I entitled “Comparing Numbers up to 20” using the Discovery Learning model and interactive media for SD Kanisius Duwet, which was designed for two learning sessions. The research employed the Research and Development (R&D) method using the ADDIE model, consisting of Analyze, Design, Develop, Implement, and Evaluate stages. The module was validated by three experts, namely a supervising lecturer, a media expert, and a first-grade teacher, and obtained an average score of 3.7 out of 4, categorized as “Very Good,” indicating that it is feasible to be tested. The trial was conducted in two sessions with 24 first-grade students of SD Kanisius Duwet. The results showed that students experienced an improvement in understanding in both sessions, where the average pretest score in the first session was 50.42 and increased to 84.17 in the posttest, while the average pretest score in the second session was 47.92 and increased to 91.25 in the posttest, with 91.67% of students achieving scores above the Minimum Mastery Criteria.

Keywords: *Instructional Module, Deep Learning, Discovery Learning, Interactive Media, Comparing Numbers*